Team 16 Project Charter

Team member:

Yuanyuan Ji, Dongji Cui, Junran Xu, Jiaqi Zhu

Problem statement:

There is no doubt that some game app or music is the best partner for leisure time. It will be a great idea if we can combine these two factor together. There are surely some music games already existed. But none of them give players to show their multiple ability at the same time. Our music game should give player the opportunity to show no only their reaction speed but also the calculation ability which also increase the difficulty of the game. This kind of game is the game that people will keep playing it instead of few times.

Project Objective:

- Create a mobile game application that combine music.
- Implement the ability which allows players translate the music they like from other game.
- Develop a playing system that allows player to adjust the difficulty.
- Having a score record which would help player understand their performance.
- Time permitting: Online friend system. Player can compete their score with their friends.
- Time permitting; Bonus system. Player can use the game currency to purchase some buff items.

Stakeholders:

- Users: The typical user for this application would be any regular individual user or household with internet.
- Developers: Jiaqi Zhu, Dongji Cui, Junran Xu, Yuanyuan Ji.
- Project Manager: Jiaqi Zhu
- Project owner: Jiaqi Zhu, Dongji Cui, Junran Xu, Yuanyuan Ji.

Project Deliverable:

- A mobile based game that allow user to play a game session along with music rhythm.
- Unity for frontend graphics and integral rendering.
- A SQL database that tracks user data and user session data.